Dynamically Reparameterized LiTht Fields

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given (u_F, v_F) t ill intersect at (u_F, v_F), regardless of $(\hat{s}, \hat{t})$. That is, these rays are 'looking' at the point (u_F, v_F) on the focal surface F. If there t as an object at that location t hen the ray database t as captured, the rays t ill agree on the color of that surface (up to viet dependent variations). In the left side of Figure 5, r_1, r_2, $r_{lo\,ran\,d}$ $r$agree.
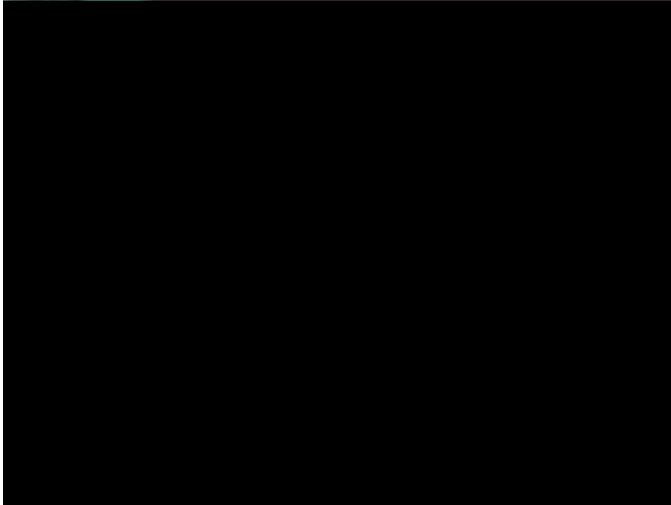
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Figure 11: Using two focal surfaces allows us to make the front and back objects in focus while those in the middle are blurry.

Since a ray r will intersect each focal

prerecorded scores for each focal surface intersection and compare hem.

To find the best focal surface for a ray, an algorithm must first obtain intersections and scores for each focal surface. Since his s linear in the number of focal surfaces, we would like to keep the number depTh5 04 0 Td( )Tj 2.76 0 Td(t)Tjl

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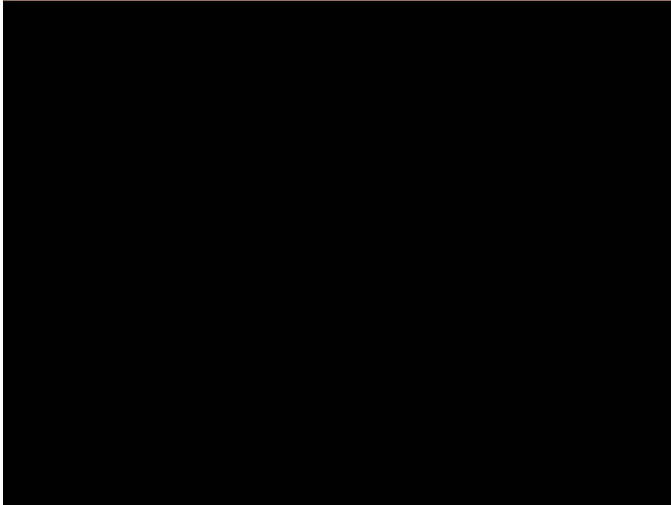
Figur i

[Cook84]   Cook, R.L., T. Porter, and L. Carpenter, "*Distributed Ray Tracing,*" **Computer Graphics** (SIGGRAPH'84 Conference Proceedings), July 1984, pp. 137-145.

[Gortler96] Gortler, S.J., R. Grzeszczuk, R. Szeliski, and M.F. Cohen, "*The Lumigraph*,